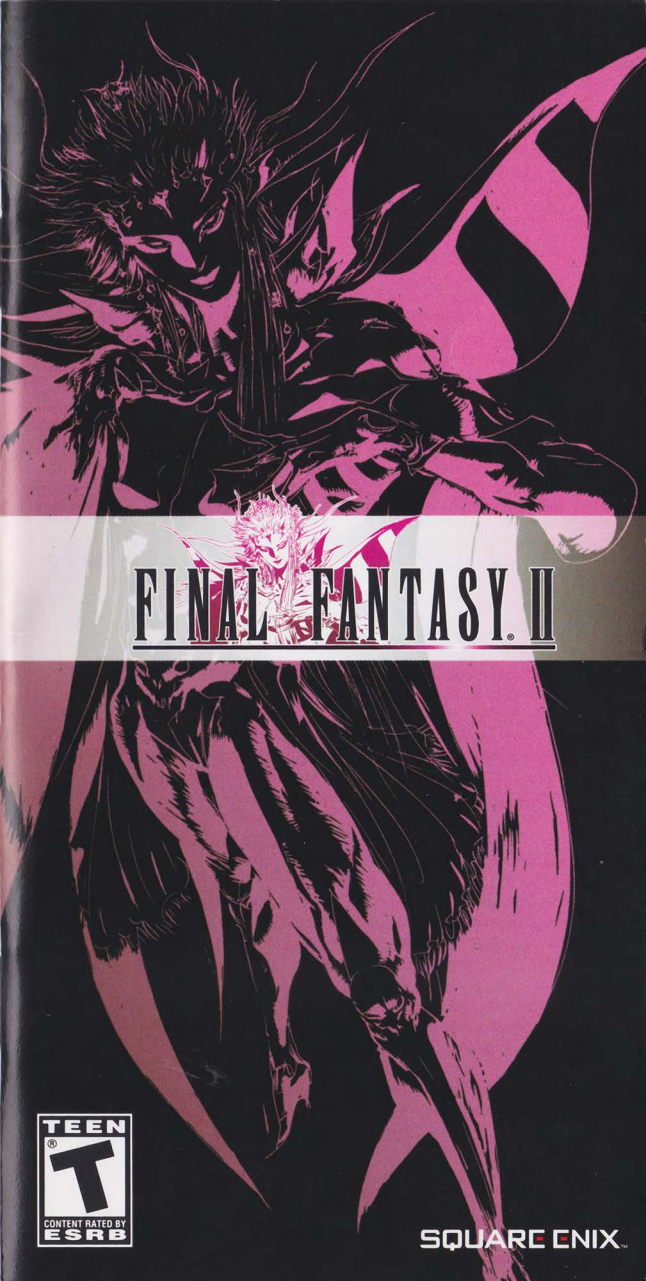
FINAL FANTASY II
TEEN
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CONTENT RATED BY
ESRB
SQUARE ENIX

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

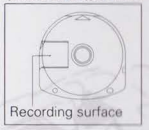
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

PROLOGUE

A long-lived peace is at an end. The emperor of Palamecia has called forth monsters from the underworld and has begun his campaign for world conquest.

A rebel army arose in the Kingdom of Fynn to thwart the emperor's plans. But the rebels' castle fell to an all-out assault by the empire. Left with little choice, the rebels withdrew to the remote town of Altair.

Four youths from Fynn also found themselves fleeing the imperial forces. They had lost their parents at the hands of the empire. But their escape wasn't over...

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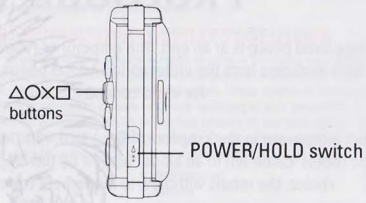
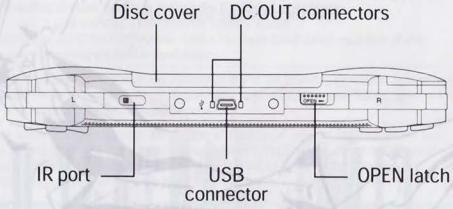
GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert FINAL FANTASY®II disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

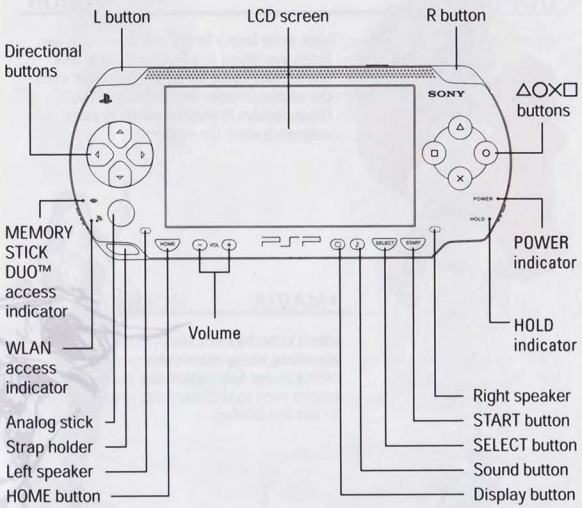
Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP®. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

GAME CONTROLS

PSP® (PlayStation®Portable) system configuration



This section outlines the basic controls used in FINAL FANTASY®II. The default controller configuration is shown here, but can be customized in the Configuration menu (p.17).

Directional Buttons	Move character / Move the cursor
⊗ **button**	Confirm / Talk / Examine / Board and disembark vehicles such as airships
○ **button**	Cancel / Return to previous screen / Dash in towns and dungeons (press and hold)
▣ **button**	Display the Bestiary
△ **button**	Display the main menu
○ **button +** SELECT	Display the world map (after obtaining a specific item)
L or R	Change characters on menus where L and R appear, and scroll up/down faster in the Items menu

Soft Reset

Press the L button, R button, SELECT button and START button simultaneously to perform a soft reset.

•FIRION

Taken in by Leon's family at a very young age, Firion was raised as a brother to Leon and Maria. After losing his adopted parents when the empire invades the kingdom of Fynn, Firion decides to join the rebels to exact vengeance upon the empire.

•MARIA

Leon's sister by birth, Maria is a strong young woman who carries on her fight against the empire even as she searches for her lost brother.

•GUY

None can match Guy's extraordinary physical strength; however, his imposing figure belies his gentle and somewhat naïve nature. Guy also has the unusual ability to communicate with animals.

•LEON

Leon is Maria's brother and Firion's best friend. Leon's parents are killed during the empire's invasion of Fynn. He manages to escape along with Maria, Firion, and Guy, but becomes lost when they are set upon by a party of black knights in the forest.

•MINWU

A white mage from the magical land of Mysidia, Minwu draws on his vast knowledge and powerful spellcasting ability to support the rebel forces in their cause. He has also proven a courageous ally, often volunteering to partake in dangerous missions.

•GORDON

The cowardly prince of Kashuan, Gordon, hides from the empire within rebel walls. His timid demeanor represents the weakness of his character.

•HILDA

Hilda is crown princess of the Kingdom of Fynn. She takes the reins of the rebellion after her father, the king, is struck down. Her extraordinary leadership abilities belie her young age, and inspire the faith of her people.

•THE EMPEROR

The Emperor is the mastermind behind the military state that is the Palamecian Empire. Believing that power is all there is to the world, he willingly sold his soul to evil. His familiarity with fearsome magic reinforces his heinous tyranny.

STARTING THE GAME

You can choose to play the game in English, Japanese, or Japanese Kana.

Title screen

Press ⊗ or the START button at the title screen and the menu options below will be displayed.

New game	Choose names for your 4 characters and begin the game anew.
Load game	If you have previously saved game data, you can continue from where you left off.

The Character Creation Screen

From this screen you can assign each character's name.
When you've entered all the information, press the START button.

Assigning a Name

Move the cursor to a character and press the ⊗ button to display the Name Selection screen. When you've finished assigning names, press the START button to begin the game. You can also choose to start with the default character names. In this case, just press the START button to begin the game.

Saving the Game

Save your progress during the game by using the Save option on the menu. Please have a Memory Stick Duo™ or Memory Stick PRO Duo™ with 736 KB of space available in your Memory Stick Duo™ slot.

HOW TO PLAY

This section explains information pertaining to gameplay, such as what types of screens you'll see and how characters develop.

Traveling the World

The field screen will show you the spanning towns and dungeons of the world as you battle enemies on your quest. Pressing the △ button from the field screen will call up the menu screen. Encounters with enemies switch you to the battle screen.

Field Screen (pp.8-9)

Menu Screen (pp.12-17)

Battle Screen (pp.18-21)

Building Characters

This game does not employ the conventional character leveling system. Instead, characters' stats and proficiencies (p.15) increase according to the actions taken and conditions of battle. Use this to your advantage to develop characters that suit you best.

There are two types of field screens: The World Map, which lets you move from location to location, and the Town and Dungeon Maps you will visit.

Field Screens

Use the directional buttons to navigate the field screen. You can open the menu using the △ button (pp.12-17) or view the bestiary using the ▣ button.

World Map

This screen allows you to traverse the world. As you enter towns or dungeons the screen will change to represent your immediate surroundings.

Town/Dungeon Map

Explore towns and dungeons, speak to people, and unlock treasure. Exit to return to the world map.

The Map Screen

Press the cancel button (○ button by default) and the SELECT button simultaneously from the field screen to display the map. Verify the locations of various areas by switching between the full map and the enlarged map.
*The map function is acquired by obtaining an item in the game.

Location List

Select an area name and press the ✕ button to move the cursor to that location.

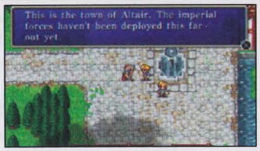
Map

Move the cursor on the enlarged map and the map will scroll simultaneously.

- Castle/Town
- Dungeon
- Present Location
- Airship
- Ship/Ferry

Talk/Search

Press the ✕ button when facing people to talk to them.
Similarly, press the ✕ button to search the area you are facing.



Key Term System

Occasionally conversations will cause the key term window to appear in the bottom left corner of the screen.
The key term window contains the following three commands:

Key Term Commands

Ask

Selecting "Ask" brings up a list of all key terms you've learned. Select the key term you'd like to ask about and press the ✕ button.

Learn

When particularly important terms come up during a conversation, they appear in red text in the message window. Once one of these terms appears, you can commit it to memory by selecting "Learn," moving the cursor to the word you wish to memorize, and pressing the ✕ button. You can review any key terms you've learned from the Key Terms (p.16) option on the main menu.

Items

This command allows you to show or give someone an item from your inventory. Select "Items," move the cursor to the item you wish to show or give to the person you're speaking with, then press the ✕ button.

UNLOCK THE SECRET DUNGEONS

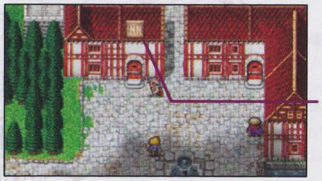
As you proceed with the game, a bonus dungeon, the "Arcane Labyrinth," may become accessible. It is a challenging dungeon that lets you test your hand against fearsome foes and treacherous traps. Beyond it lie even more challenges.

Complete the game and save after the end credits to unlock the "Soul of Rebirth" bonus dungeon. Select "Soul of Rebirth" at the title screen to explore its confines.

There are many things to do and places to go in town. Be sure to purchase equipment and stock up on items before setting out.

Things to Do in Town

Speak to shopkeepers to buy and sell weapons, armor, items, and spells.



Signboard
Signboards indicate the various types of shops.

Weapon Shop

Here you can buy and sell weapons used to attack your enemies. Certain weapons have special powers.

Armor Shop

Here you can buy and sell armor for the head, body, and arms, as well as shields.

Magic Shop

Here you can buy spells with various effects. Magic is divided into White Magic, which focuses on healing and support, and Black Magic, which focuses on attacks.

Item Shop

Here you can buy and sell various items that aid you in your journey. There are various types of items (p.20), including those that restore HP and cure status ailments.

Inn

Staying at an inn fully restores the party's HP and MP. The cost of one night's stay varies by the amount of HP and MP to be recovered.

Sanctuary

Revives characters who have been KO'd (p.21).

Buying and Selling Items

First, select whether to buy or sell using the directional buttons. Select the item you wish to buy/sell, specify the quantity, and complete the transaction with the ⊗ button.

*Press the left or right directional buttons to alter the quantity by 1, or the up and down directional buttons to alter it by 10.

Increase
Decrease
No Change

Press the △ button from the field screen to display the menu screen, from which you can make the necessary adjustments for your quest.

Menu Screens

You can select from eight commands on the main menu.

Status (p.14)
Shows current/maximum HP, and current/maximum MP. Also shows status ailments (p.21)

Items

Check your inventory or use items.
* "Use" is selected by default.

You can swap the location of any two items by selecting an item, pressing the ⊗ button, selecting another item, and pressing the ⊗ button once more.

Use	Select "Use," move the cursor to the item you want to use, then press the ⊗ button twice. Some items require you to select a character as the item's target. Selecting equipment this way will open a window showing how it will affect each character's attack or defense.
Sort	Selecting "Sort" organizes items by category: consumable items, weapons, armor, and key items.

Magic

Select this command to view, cast or discard magic the character has learned. Press the ⊗ button to arrange spells in the order you prefer.

Spells are learned from magic tomes that can be purchased in magic shops, found in treasure chests, or dropped by defeated enemies. Characters are limited to a maximum of sixteen spells at a time. If you want a character to learn additional spells, you'll have to discard one of his or her existing spells first.

Spell List
Select a spell and a target to use magic.

Skill Level/Progress Bar (p.15).

Spell Description

MP Cost

Discard
Select "Discard," move the cursor to the spell you want to discard, then press the ⊗ button. Once you've discarded a spell, you'll have to use another tome if you wish to learn it again. Some tomes cannot be purchased in shops and some are one of a kind, so think carefully before discarding spells.

Equipment

Select this command to outfit characters with weapons and armor from the party's inventory.

Equip	Select "Equip" and move the cursor to the part of the body you wish to equip. Pressing the ⊗ button will bring up a list of available equipment as well as an option to remove the currently equipped item. Select the piece of equipment you wish to equip and confirm your selection to apply the equipment.
Optimal	Selecting "Optimal" automatically equips the available weapons and armor that will maximize a character's attack and defense stats.
Best Armor	Select to equip armor with the highest possible defense rating.

MENU SCREEN [PART II]

Status

Select this command to view detailed information about the characters in your party.

Current Equipment

Hand Preference
Weapons not equipped in this hand lose some of their attack power.

Status

Progress Bar
Displays the current skill level and progress for the eight weapon and shield categories. The icons carry the following meanings:

- Bare Hands
- Staves
- Bows
- Knives
- Axes
- Shields
- Swords
- Polearms

Viewing Status

HP	Current and maximum HP.
MP	Current and maximum MP, which is used to cast spells.
Attack	The sum of the character's and his/her equipment's attack power. The higher the value, the more damage dealt when attacking.
Accuracy	Shows level and probability of successful attack. Probability increases with levels. The higher the value, the more likely attacks are to be successful..
Defense	The sum of the character's and his/her equipment's defense power. The higher the value, the less damage sustained when attacked.
Evasion	Shows level and probability of successful evasion. The higher the value, the more likely evasion is to be successful.
Magic Defense	Shows level and rate of magic defense. Rate increases with levels. The higher the value, the less damage sustained when attacked with magic.
Strength	Affects efficacy of attacks.
Spirit	Affects efficacy of white magic
Intelligence	Affects efficacy of black magic.
Stamina	Affects the amount gained at HP increases.
Agility	Affects order of action in battle, accuracy, and evasion.
Magic	Affects the amount gained at MP increases.

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Skill Mastery

Each spell and weapon class has its own corresponding skill level and progress bar. When the progress bar fills, the skill level increases by one. The higher the skill level, the more powerful the skill.

How to Achieve Progress

Weapons/Shields	At the end of battle, the progress level of any weapon or shield a character is holding increases. Note that progress only increases for weapons and shields that are equipped.
Magic	Each time a magic spell is cast in battle, that spell's progress bar increases. The higher the skill level, the more times a spell has to be cast to reach the next level. You can also increase a spell's level by casting it outside of battle.

Stat Increases

Character stats are primarily affected by actions taken in battle. Take the list below into account as you build your characters.

Strength	Increases as "Attack" command is selected.
Stamina	Increases as damage is received in battle.
Spirit	Increases as white magic is used.
Intelligence	Increases as black magic is used.
Magic	Increases when magic is used in battle.
Accuracy	Increases as attacks are successfully performed.
Evasion/ Agility	Increases when targeted by physical attacks.
Magic Defense	Increases when targeted by magic/special attacks.

Formation

Press the ⊗ button to switch the characters' positions from the front line to rear line. There must always be one character in the front line.

Front Line

Characters are susceptible to physical, magic and special attacks on the front line. However, only those on the front line will be targeted with physical attacks. Subsequently, those on the front line are the only ones who will be able to hit with physical attacks.

Rear Line

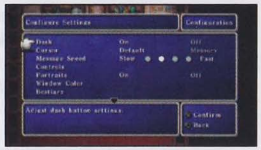
Characters on the rear line will only be attacked by enemies with bows, magic or special attacks. In turn, those on the back line will only be able to hit their opponents with bows or magic. The rear line will still be able to attack with physical attacks, but the attacks would never hit.

Key Terms

Check the words you've learned (p.9). Press the up and down directional buttons to scroll through the list.

Configuration

The configuration menu lets you change the game settings and view the Bestiary. Select a function to adjust from the menu with the ⊗ button.

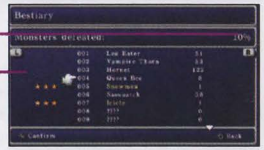


Dash	Choose whether the party always moves quickly in towns and dungeons or only while the dash button is held down. ○ is the dash button by default.
Cursor	Set the cursor to either return to its default position in menus or remember its previous position.
Message Speed	Change the speed at which text appears on the screen.
Controls	Change the function of the controls in the game.
Portraits	Turn character portrait display on or off.
Window Color	Adjust the transparency and background color of windows.
Bestiary	View information about the kinds and numbers of enemies you've defeated. (See below for more information about the Bestiary.)
Language Settings	Select whether to play the game in English, Japanese, or Japanese Kana.

Bestiary

The monsters you defeat are automatically recorded in the Bestiary. Select a monster and press the ⊗ button to see more detailed information.

*Toggle the right-side screen display by pressing the ⊗ button while viewing a monster entry.



Completion Rate

Displays the percentage of monsters that have been defeated.

Monster List

New monster entries are marked with ★★★ and the name is shown in yellow.

Save

Select this command to save your game's progress. Use the directional buttons to select which file to save in, and press the ⊗ button to confirm. You can also delete saved data with the △ button. Data cannot be retrieved once it has been deleted.

When the party encounters enemies outdoors or in dungeons, the screen will change to the battle screen, pictured below.

The Battle Screen

Displays battle messages and spell and item descriptions

Enemy information
Displays the name and number of enemies

Battle commands

Party members' status
From left: current HP, max HP, and current MP

Flow of Battle

The turn-based battle system consists of two main phases listed below.

Command Phase
Choose a battle command for each character to determine how they will act in battle. The decisions are finalized once the last character's command is entered.

Action Phase
All enemy and ally characters act in a predetermined order. When all characters have completed their actions, battle returns to the command phase.

Battle Commands

Select a command by using the up and down directional buttons and confirm your selection with the ✕ button. The ○ button can be used to cycle back to the previous character.

Attack

Attack with the character's currently equipped weapon. If no weapon is equipped, a character will attack with his or her bare hands. If both hands have weapons equipped, characters may attack twice.

Magic

Spend MP to cast a spell. Choose the spell you wish to cast and its target. Press the left directional button repeatedly to target all enemies (damage to multiple targets will be reduced).

Defend

Reduce damage received from physical attacks.

Items

Use items in the party's inventory. Choose the item you wish to use and its target. Press the up directional button to check weapons that are currently equipped. To change your equipment, select the item you'd like to equip, and then select the item you'd like to replace and press the ✕ button.

Flee

Attempt to escape from the battle. If one character successfully flees, the entire party will flee. There are times when it is not possible to flee.

Ending a Battle

Battles end when all enemies have been defeated, all enemies have fled, or the party has fled. Winning battles earns the party gil (money) and possibly items.

Game Over

The game ends when the entire party is knocked out or petrified. You'll have to continue playing from a previous save file, so be sure to save often.

Make the Most of Items

Most items can be used in battle. You'll want to have the items below available in case of emergency.

Potion	Restores some HP.
Antidote	Cures Poison ailment.
Gold Needle	Cures Stone ailment.
Eye Drops	Cures Darkness ailment.
Phoenix Down	Cures KO ailment.
Ether	Restores some MP.
Gaia Drum	Causes an earthquake that swallows enemies in battle.
Antarctic Wind	Damages enemies with a powerful, freezing gust in battle.

Status Ailments

Certain special attacks enemies may use will inflict status ailments upon your characters. Press the R button during the command phase to check your characters' current status.

Status ailments that wear off after battle

(Chance of recovery each turn at fixed rate)

Venom	The character will lose HP each turn. Curable with Basuna Lv. 1 and above.
Sleep	The character is in a deep sleep and cannot act. Curable with Basuna Lv. 2 and above, or by being attacked.
Silence	The character cannot use magic. Curable with Basuna Lv. 3 and above.
Mini	The character is shrunk and physical attacks are ineffective. Curable with Mini or Basuna Lv. 4 and above.
Paralysis	The character is paralyzed and cannot act. Curable with Basuna Lv. 5 and above.
Confusion	The character is confused and cannot obey commands. The character may attack allies. Curable with Basuna Lv. 6 and above.

Status ailments that remain after battle

Poison	The character will lose HP with each turn in battle or step in the field. Curable with an Antidote or Esuna Lv. 1 and above.
Darkness	The character's vision is impaired, reducing the accuracy of physical attacks. Curable with Eye Drops or Esuna Lv. 1 and above.
Curse	The success rate for any action the character takes in battle is reduced. Curable with a Cross or Esuna Lv. 2 and above.
Amnesia	The character cannot use magic. Curable with a Mallet or Esuna Lv. 3 and above.
Toad	The character cannot use magic and physical attacks become barely effective. Curable with a Maiden's Kiss or Esuna Lv. 4 and above.
Stone	The character is petrified and cannot act. Curable with a Gold Needle or Esuna Lv. 5 and above.
KO	The character's HP is 0 and the character cannot act. Curable with Phoenix Down, Life, or at a Sanctuary.

MAGIC LIST

This section details magic essential to your journey. Magic is divided into white magic, which focuses on healing and support, and black magic, which focuses on attacks.

White Magic Spells

Cure	Restores HP.
Life	Revives a KO'd ally.
Basuna	Cures status ailments that wear off after battle.
Esuna	Cures status ailments.
Barrier	Raises a barrier to defend against special attacks.
Blink	Creates a double image, raising evasion.
Protect	Creates a magic curtain, raising defense.
Shell	Envelops target in magic, raising magic defense.
Wall	Forms a magic wall, raising magic defense.
Dispel	Removes protective magic barriers.
Mini	Shrinks target.
Silence	Silences target.
Sap	Reduces target's MP.
Fog	Inflicts amnesia on target.
Slow	Temporarily reduces target's number of attacks.
Swap	Switches HP and MP with target.
Fear	Drives target away in terror.
Teleport	Banishes target to another dimension or transports party out of dungeons.
Holy	Deals holy damage.
Ultima	The ultimate magic, sealed away by the ancients.

Black Magic Spells

Fire	Deals fire damage.
Thunder	Deals lightning damage.
Blizzard	Deals ice damage.
Scourge	Deals poison damage.
Drain	Absorbs HP from target.
Osmose	Absorbs MP from target.
Flare	Sets off a fusion reaction.
Sleep	Puts target to sleep.
Stun	Paralyzes target.
Stop	Disrupts target's sense of time, paralyzing it.
Confuse	Confuses target.
Blind	Blinds target with darkness.
Curse	Curses target.
Toad	Transforms target into a toad.
Break	Petrifies target.
Death	Kills target instantly.
Warp	Banishes target to another dimension or transports party to previous floor.
Berserk	Temporarily raises attack.
Haste	Temporarily increases target's number of attacks.
Aura	Enhances effectiveness against various foes.

VEHICLES

There are many ways to travel the world of FINAL FANTASY® II. These vehicles let you navigate the world more freely.

Ship

The ship can move freely on the high seas but cannot enter rivers or lakes. You may disembark anywhere along the coast.

Canoe

The canoe is a small craft that can cross rivers and lakes. Once the party obtains the canoe, they will use it automatically when attempting to cross a river or lake.

Snowcraft

The snowcraft is a vehicle that can move over deep snow. It belongs to the only person who can traverse the snow plains.

Chocobo

The chocobo is a timid creature that lives in an unknown forest. While riding the chocobo, the party travels over land at twice its normal walking speed and will not encounter enemies.

Airship

The airship sails the skies at four times the speed of traveling on foot. Press the ⊗ button to board or land the airship. The airship can only land on open plains.

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This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

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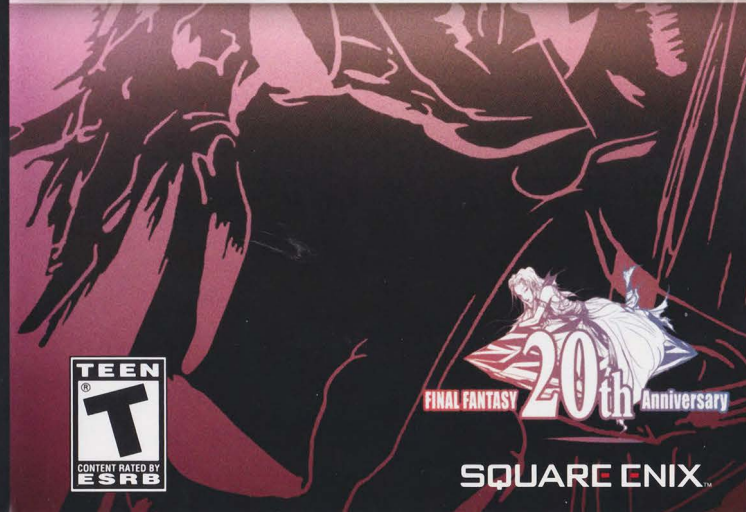

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